

Random Encounters

Denizens of Stone Bog

By Skip Williams



Mummies of the Bog

Stone Bog was a religious site even before the ruined temple complex and village that now stand on the site were built. In prehistoric times, a cult made human sacrifices in a swampy area here. The unfortunate victims were doomed to guard the area from unbelievers forevermore.

When the temple was built, the clerics in charge quickly gained control over the bog mummies, forcing them to help guard the temple. Now that the temple has fallen into ruin, a trio of mummies has resumed their former task. They attack just about everything that approaches their swampy lair. They pay little heed to the gargoyles that occasionally fly overhead or to the green dragon, which always stays out of their reach. The ghouls in the dell give the mummies a wide berth.



These mummies are much like the mummies described in the *Monster Manual*, except that they're a little tougher, slightly more agile, and they can swim. Most importantly they are resistant to fire (which may prove an unpleasant surprise for some parties).

The mummies lie underwater until someone disturbs the water or until they hear creatures nearby. A small amount of treasure lies scattered in the shallows at the water's edge. Rusted and useless weapons, along with rotted arrow shafts and a scattering of gold coins (about two dozen) are visible either on the bottom or protruding above the surface. The collection often proves an irresistible lure to visitors, who wade in to collect the baubles and thus awaken the mummies. The collection contains nothing really worthwhile, except for the coins in the water. Wrinstii, the dragon from Green Death (part 4), carries off most valuables left after the mummies defeat anyone, leaving just enough behind to tempt trespassers into disturbing the mummies.

Once disturbed, the mummies rise out of the bog, one by one, getting the full effect from each mummy's despair ability. After rising, the mummies close to attack. The first mummy moves in to melee the closest character, and its comrades move in to fight the same foe. If the chosen target has been paralyzed with fear, each mummy attempts a coup de grace on the unfortunate character. Should their chosen foe fall, the mummies move on to the next closest foe. If turned, the mummies sink back into the bog, but they return to the fray as soon as the effect wears off.

Bog Mummy

Medium-Size Undead

Hit Dice: 7d12 (45 hp)

Initiative: +0

Speed: 30 ft., swim 30 ft.

AC: 18 (+8 natural), touch 10, flat-footed 18

Attacks: Slam +6 melee

Damage: Slam 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Bog rot, despair

Special Qualities: DR 5/+1, fire resistance 10, resistant to blows, undead traits

Saves: Fort +2, Ref +2, Will +7

Abilities: Str 17, Dex 10, Con --, Int 6, Wis 14, Cha 15

Skills: Hide +10, Listen +9, Move Silently +10, Spot +9, Swim +11

Feats: Alertness, Blind-Fight

Climate/Terrain: Any swamp and underground

Organization: Solitary, pair, wardens (3-4) or guardians (6-10)

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral evil

Advancement: 8-14 HD (Medium-size), 15-21 HD (Large)

Bog mummies are corpses preserved through the natural action of bogs or swamps and animated through evil magic. They usually lurk in dismal, sodden places where sacrifices or other foul rites were

once performed. In many cases, bog mummies were once sacrificial victims themselves, strangled, then staked down in a bog to appease some vile god.

A bog mummy resembles a shriveled and waterlogged corpse. Its skin is wrinkled and gray, black, or grimy brown. It usually wears the slimy remnants of sacrificial robes and often has a rotted noose around its neck. An odor of mud or rotting weeds usually clings to a bog mummy.

Bog mummies attack intruders without pause or mercy. They never attempt to communicate with their enemies and never retreat (except when turned). An encounter with a bog mummy can end only with the utter destruction of one side or the other.

A bog mummy can be created with the *create greater undead* spell. The caster must be a divine spellcaster of at least 16th level, and the corpse receiving the spell must first be dipped into a swamp or bog.

Bog mummies speak Common, but seldom do so. Most are 5 to 6 feet tall and weigh about 120 pounds.

COMBAT

In melee combat, a bog mummy delivers a powerful blow. Even if it had no other abilities, its great strength and grim determination would make it a formidable opponent.

Bog Rot (Su): Each of a bog mummy's successful slam attacks exposes the victim to this supernatural disease (Fortitude save DC 20, incubation period 1 day, damage 1d6 points of Charisma). The DC is Charisma-based and includes a +5 racial bonus. Unlike normal diseases, bog rot continues until the victim reaches Charisma 0 or receives a *remove disease* spell or similar magic (see Disease in Chapter 4 of the *Dungeon Master's Guide*). A victim reduced to Charisma 0 by bog rot dies. An afflicted creature that dies melts away into slime that evaporates in seconds unless both a *remove disease* and *raise dead* are cast on the remains within 6 rounds.

Despair (Su): At the mere sight of a bog mummy, the viewer must succeed at a Will save (DC 15) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that bog mummy's despair ability for one day. The DC is Charisma-based.

Resistant to Blows (Ex): Physical attacks deal only half damage to bog mummies. Apply this effect before damage reduction.

Undead Traits: A bog mummy is immune to mind-affecting effects, poison, *sleep*, paralysis, stunning, disease, death effects, necromantic effects, and any effect that requires a Fortitude save unless it also works on objects. It is not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. A bog mummy cannot be raised, and resurrection works only if it is willing. The creature has darkvision (60-foot range).

Bringing the Parts Together

The mummies do not leave their watery lair except to attack intruders. The gargoyles from The Gargoyles of Stone Bog (part 1) or the ghouls from Beware the Ghouls (part 2), however, may try to lead the party here if faced with a losing battle.

Coming in Part 4 of Denizens of Stone Bog
Find out more about the green dragon Wrinestii.

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